

FIG.2

	bytes	-	-	2	128	2	∞	142
	Number of bytes							
	Contents		00h : Erasable PG 80h : Unerasable PG	Number of cells belonging to this PG	Mandatory text information	132 to 133 IT_TXT_SRPN Pointer number for text information	Cell numbers with various representatives & pointer in	Total
		reserved	PC_TY	c_Ns	PRM_TXTI	IT_TXT_SRPN	134 to 141 REP_PICTI	
PGI	RBP	0 to 0	1 to 1	2 to 3	4 to 131	132 to 133	134 to 141	
		†					1	<u> </u>

: PGI #m

PGIT PGI#1

F1G.3

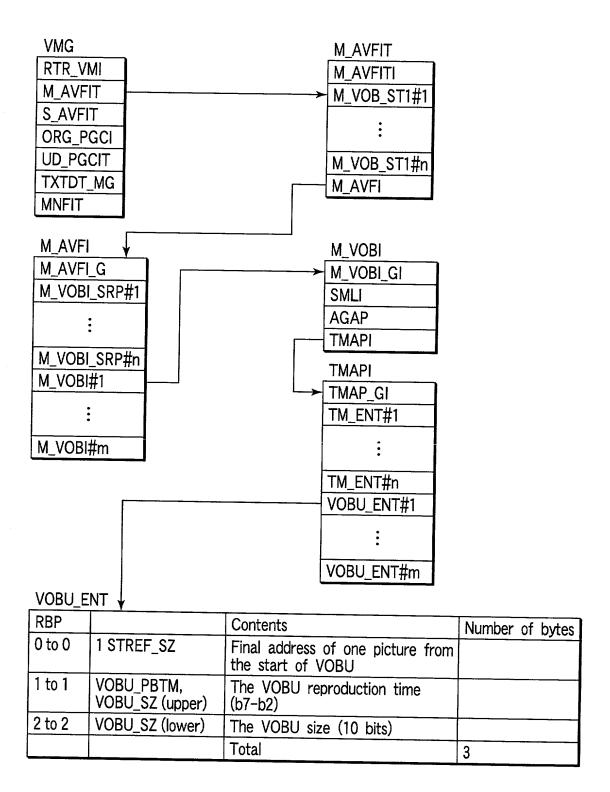


FIG.4

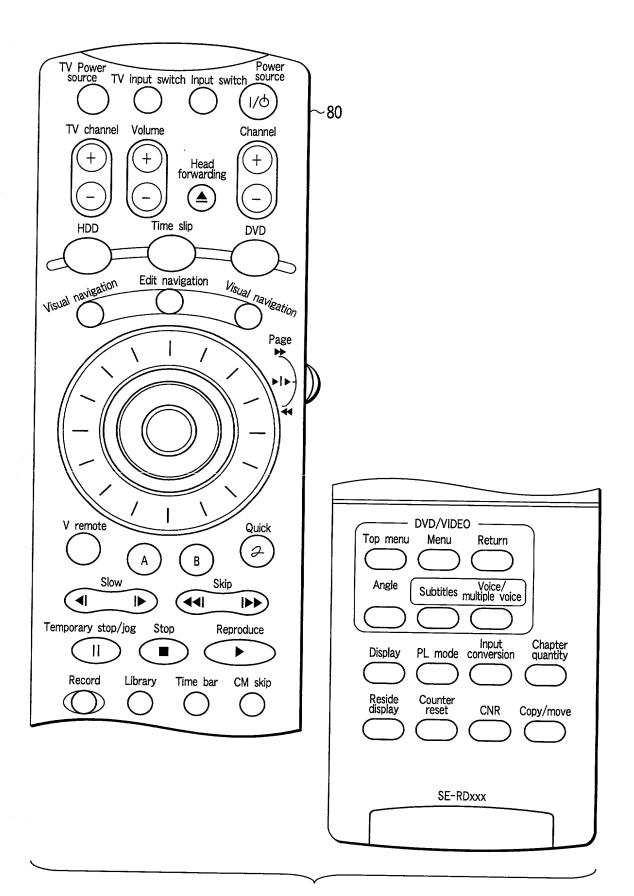
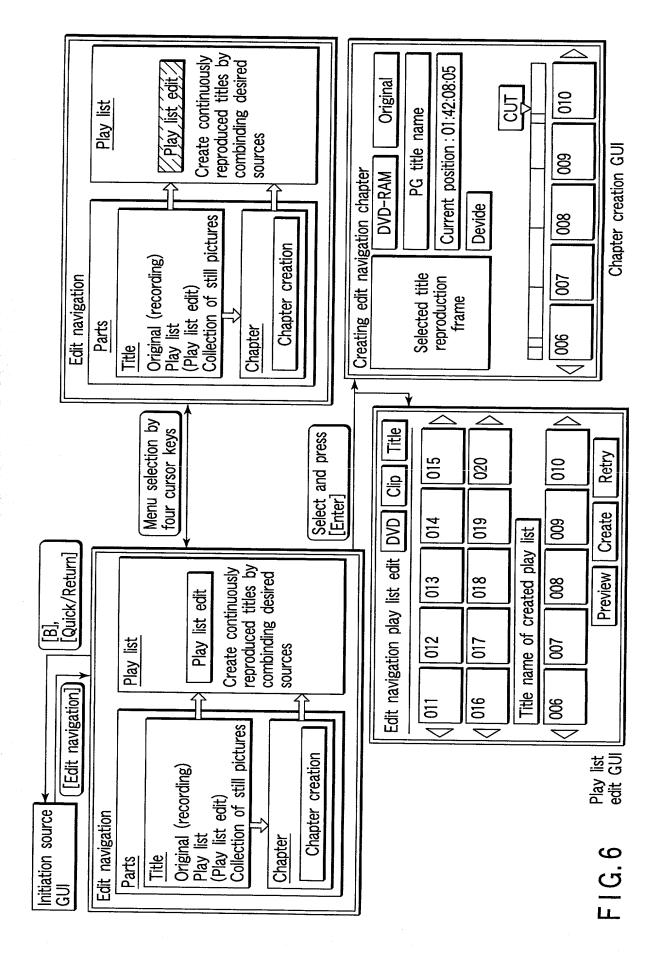
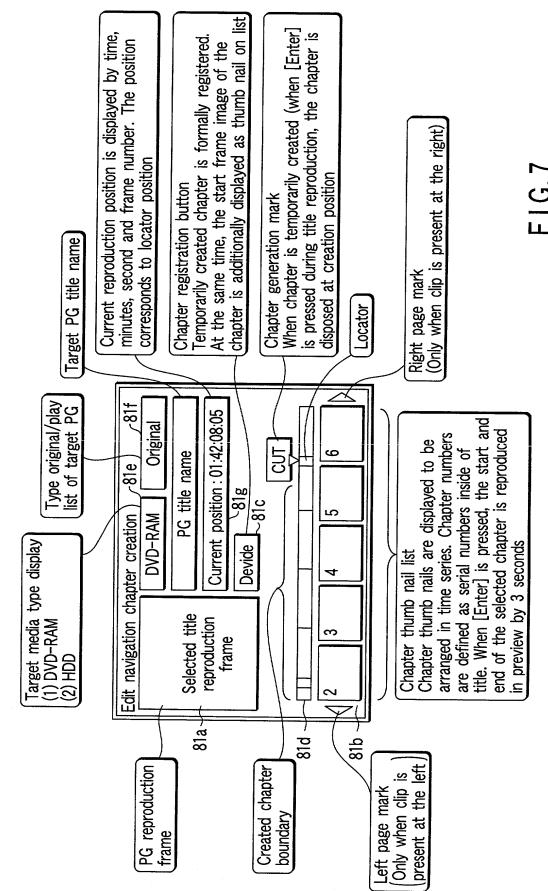
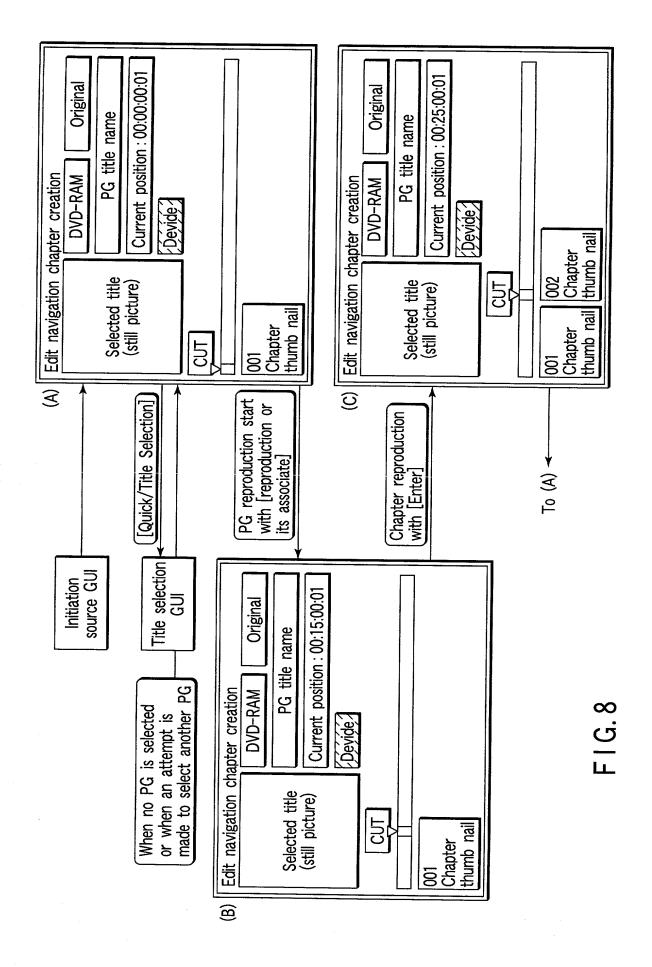
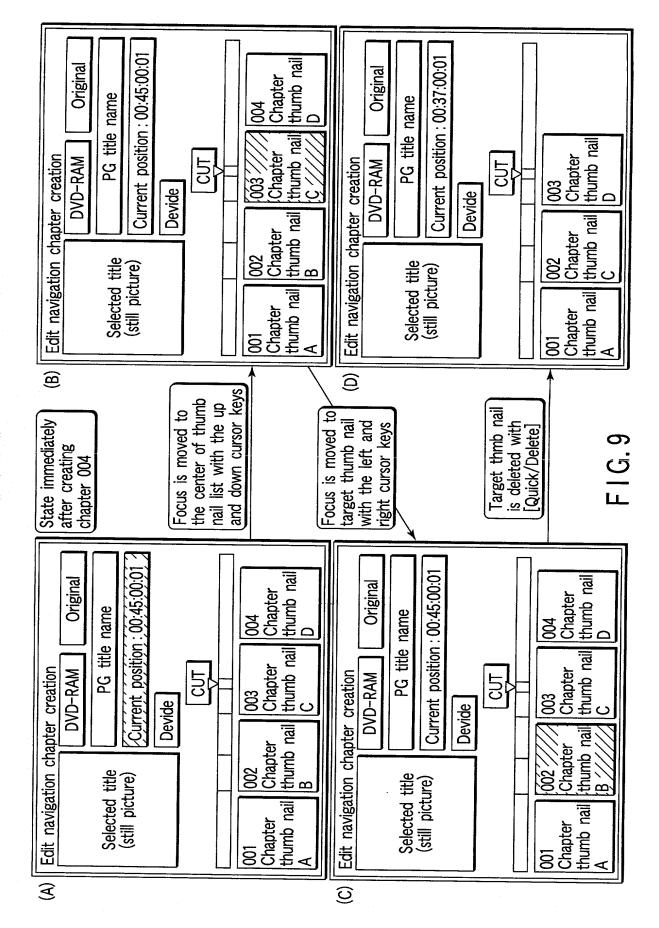


FIG. 5









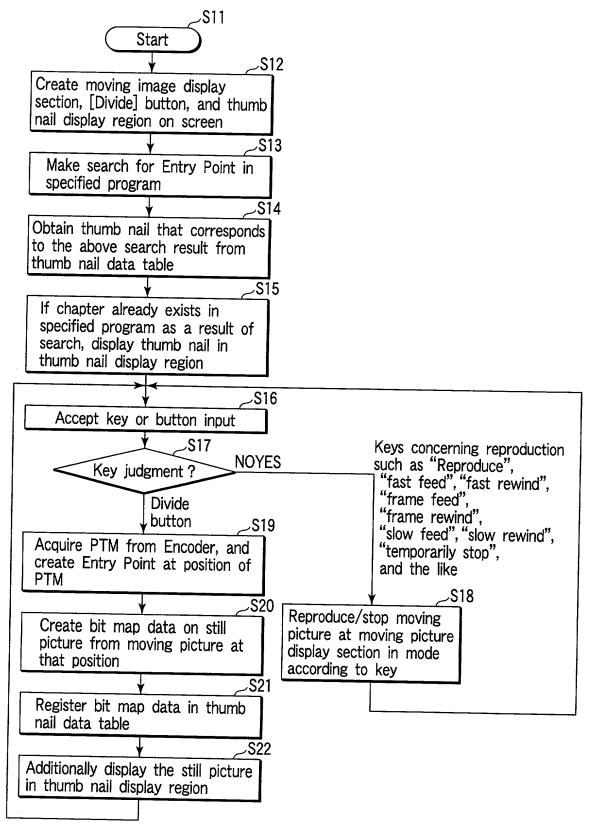
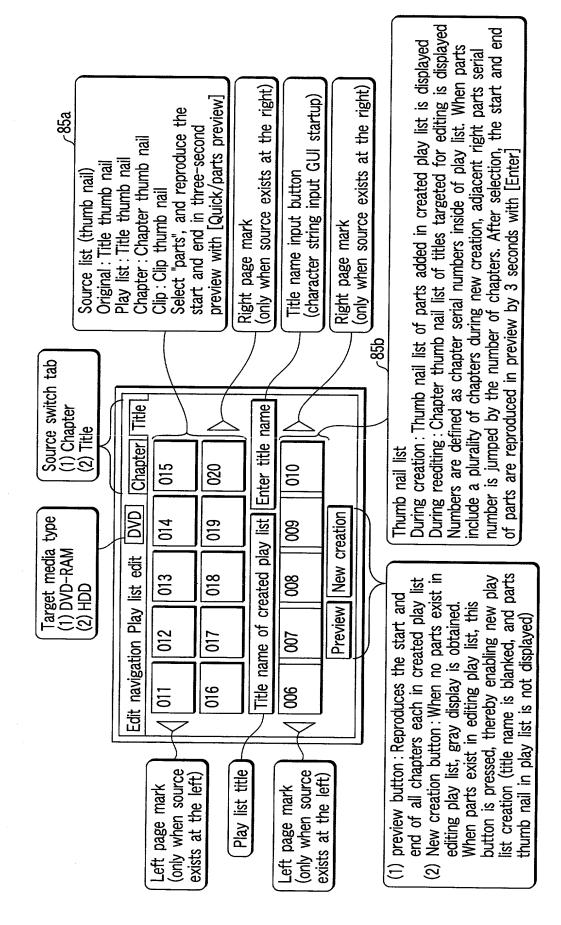


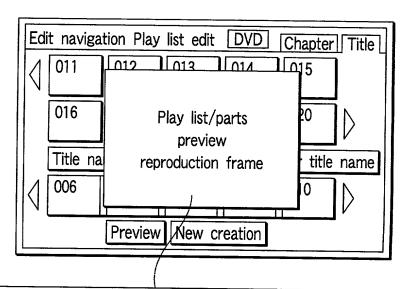
FIG. 10

	T	7	T								
Program #	Cell #	Entry Point#	Pointer for data on thumb nail 1								
Program #	Cell #	Entry Point#	Pointer for data on thumb nail 2								
Program #	Cell #	Entry Point#	Pointer for data on thumb nail 3								
•••••	•••••	•••••	••••••								
•••••	•••••	•••••	••••••								
Program #	Cell #	Entry Point#	Pointer for data on thumb nail 999								
Bit map data on thumb nail 1											
Bit map data on thumb nail 2											
Bit map data on thumb nail 3											
••••••											
•••••••••••••••••••••••••••••••••••••••											
Bit map data on thumb nail 999											

F I G. 11



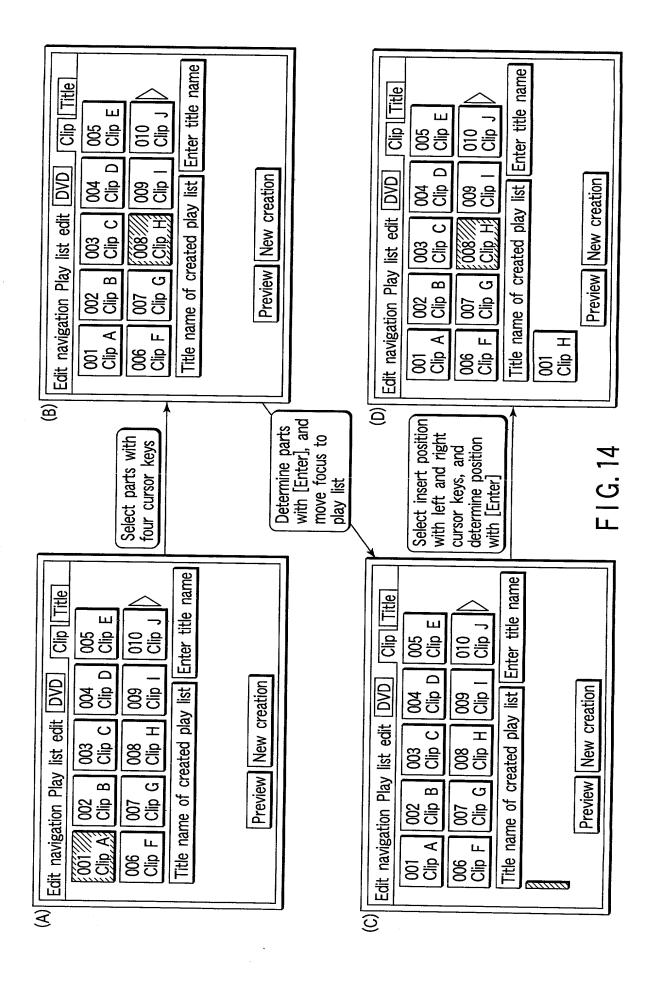
F1G. 12

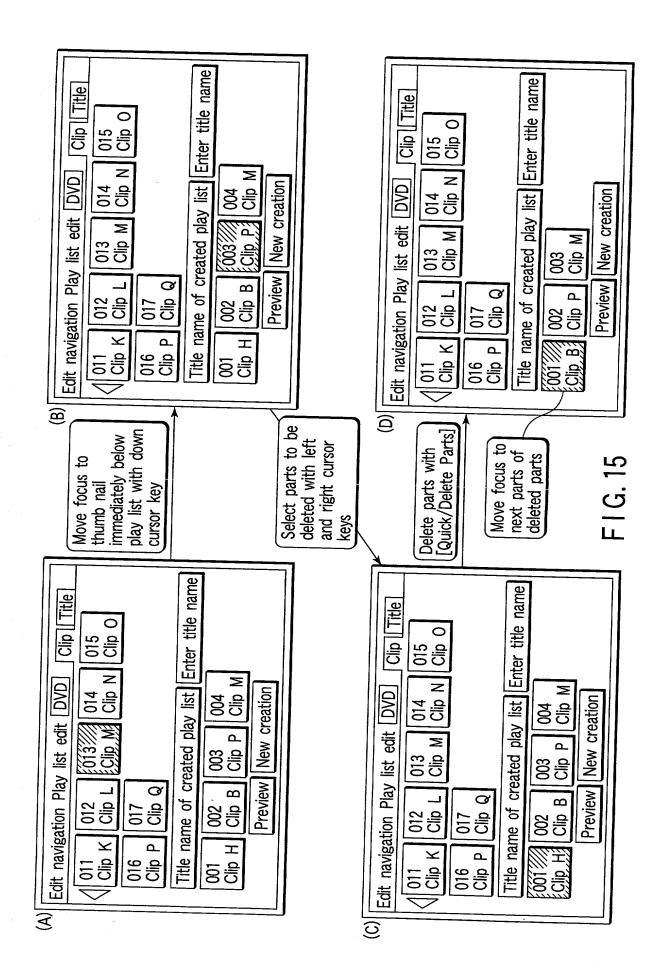


Pop-Up window for carrying out preview reproduction of selected moving picture object (3 seconds at the start and end)

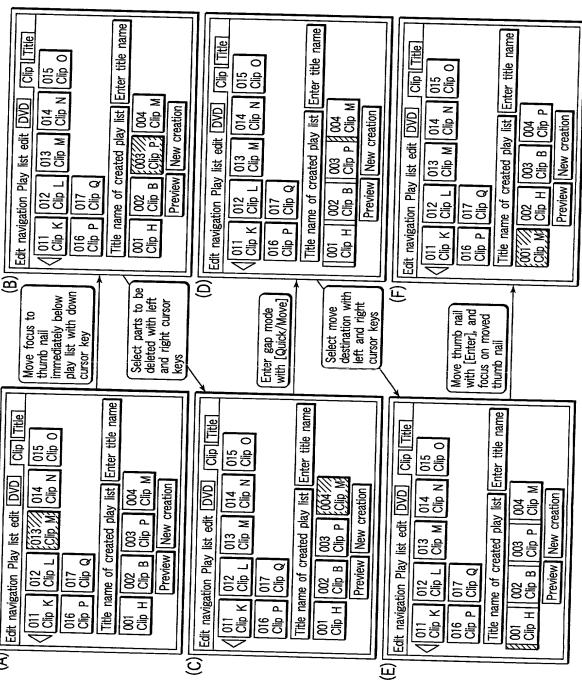
- selected parts: From [Quick]
 Incorporated parts: Select and press [Enter]
 created play list: Press [Enter] after selecting preview button

FIG. 13





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F1G. 16

